



Clueless DS

Game Design Document

Revision 1.983

Genre:
Fashion/Lifestyle

Art Style:
Colorful

Platform:
Nintendo DS

Features:

- Caters to a Female audience
- Visit the best places to shop in LA
- Experience what it's like to be a Fashion Designer
- Use the DS stylus to create unique designs, from concept to catwalk
- Promote line of clothes in Runway Shows
- Choose Models, accessorizing them with proper make-up and hairstyles
- Conduct Photo Shoots

High Concept

Follow the story of a young girl growing up in Beverly Hills as she goes from a typical teenager to a successful fashion designer. Set in the present this is an authentic look at life among the young social elites of Southern California. The game follows the surreal adventures of Cher as she shops, hangs out with friends and meets interesting people, one of those individuals being a famous clothing designer who offers her a chance of a lifetime.

Clueless is still one of the best films of its kind due to its use of location, icons, and attitude. It has gone on to personify an entire generation of teenage girls. The film is more than just a cult classic. It's a frame of mind. It's a fantasy lifestyle adored and emulated by millions of women not just across the country, but around the entire globe.

Characters

Nearly all the characters from the movie make an appearance during the game. Each plays an integral part in helping Cher fulfill her dreams.

Cher Horowitz

Bio:

The lead character, not stupid but so self-absorbed she misses most of the world around her, blonde, uses a computer to help her sort through all her clothing, shop-a-holic, drives a white jeep wrangler, the most popular girl at her school, is 15 almost 16, lives in Beverly Hills.

Favorite Activities:

Favorite Song:

Favorite Movie:

Quote:



[Temporary pictures]

Dionne

Bio:

Cher's best friend, black with cornrow hair, drives even worse than Cher, is on the cell phone most of the time, They were both named after early 70's singers.

Favorite Activities:

Favorite Song:

Favorite Movie:

Quote:



Tai

Bio:

from the Bronx, an unhip (clueless) new student taken in hand by Cher.

Favorite Activities:

Favorite Song:

Favorite Movie:

Quote:



Josh



Bio:

Cher's step-brother, falls in love with Cher, an environmentalist, mired in philosophy, has a save the world attitude but is a pragmatist which keeps him from being annoying, average looking nice guy, drives a honda civic hatchback.

Murray



Bio:

Dionne's boyfriend, drives a red BMW convertible (4 seater), has braces, shaved his head, wanna-be gangsta

Christian



Bio:

Pretty boy, Tony Curtis is his idol, dresses in best clothes, drives a classic yellow 50s convertible

Travis Birkenstock



Bio:

Burnout, skateboarder, think the Dell-dude. Haws a thing for Tai.



Elisa Bio:

Cher's Rival and female counterpart of Elton.

Elton Bio:

The jerk 'rich boy', thinks he's God's gift to the world, father is likely a mob kingpin, drives a camero.

Mr Hall Bio:

One of two teachers featured in the movie, short balding fat man, gives Cher and Dionne low grades in debate class, is lonely, ends up marrying Miss Geist.

Miss Geist Bio:

History teacher - save the world

Miss Stoeger Bio:

Gym teacher, probably a lesbian (butch)

Daddy Bio:

Mel Horowitz, is a litigation lawyer, makes \$500 per hour, is always working on a case, has high cholesterol, feels Cher has no direction for her future, best line: "Anything happens to my daughter, I've got a .45 and a shovel. I doubt anyone would miss you."

Lucy Bio:

The maid, from El Salvador, is afraid of Daddy, hates anyone saying she is from Mexico.

Story

Story elements are all portrayed in 2D so to take advantage of one the greatest strengths of the console. The various Cinematic sequences which tell the story happen one after another. The story progresses as players successfully navigate the fun and challenges.

The main story arc's structure is as follows.

Act 1

- Hang out with friends. Go shopping.
- Meet a fashion designer!
 - Learn about making Clothes
 - Start designing/making clothes

Act 2

- Hang out with friends. Go shopping.
- Grow to learn more about the fashion industry by
 - Designing clothes
 - Going on shoots
 - Having runway shows

Act 3

- Get asked to put together a fashion show
 - Begin making your name in the fashion industry

Moment-to-Moment

Chronicles the first several missions – explaining many of the different elements of game play

The goal is to create an experience where, with-in the first fifteen minutes, the player is having success and fun with all the different mechanics. By gradually increasing the player's responsibilities we transition the experience into one of personal growth as players quickly start to learn new skills and are able to easily create their own content.

Act I

I. Chapter 1 – An Introduction

The experience starts at home in Cher's bedroom. There's an internal dialog where Cher talks about all the wonderful things she does, thinks, wants out of life.

- **Cell Phone Rings**

Phone pops up on the bottom screen – Caller ID says it's Dionne
Tap the phone on the bottom screen to answer.

On the phone Dionne tells Cher she wants to go shopping. She says there's new line of clothes in at her favorite boutique from her favorite Fashion Designer – Jean Luc Françoise.

* this is the clothing designer they meet later on.

Cher tells her she's game and agrees to meet Dionne within the hour. Cher decides she needs to change her outfit before going shopping.

- **Choosing an Outfit**

Use the clothing computer for the first time to choose an outfit for Cher to go shopping in. Cher's internal dialog reminds her that it's summer time so as to instruct the player to choose something light and airy.

After the player has finished choosing an outfit it's time to get in the car to go.

- **Get in the Car and Choose Destination**

Navigate the location map of the house to choose the car. Once the car is chosen a map of the City appears. By choosing the animated icon labeled Dionne Cher drives to her location.

Players are treated to a brief animated sequence.

- **At Dionne's House**

The two have a brief conversation about how excited they are to see the new fashions by Françoise. After the brief conversation it's off to Melrose. The map automatically appears on screen after conversation has ended.

Pick Melrose Ave. on the map. It's the animating icon.

- **On Melrose Avenue**

In a brief conversation Dionne instructs Cher as to the specific store they need to go to. A location map for Melrose Ave. immediately appears on screen.

Double tap the store from the map Dionne and Cher appear right there.

- **Trying on Clothes**

Once inside the player gets a view of the store, the view takes up the entire bottom screen on the top screen is the store's name/logo. Choose option/location to go by tapping it. There are three locations to the inside of any store; Dressing Room, Check-out Counter, Front Door/Exit.

Dressing room functions the same as Cher's fashion computer – different skin.

The top screen shows current outfit being worn, the bottom functions as a way to select between all the different outfits.

- **Checking out**

Unfortunately Cher can only spend what her allowance allows her to. It might not be much but at \$250 a week Cher can still afford several new pieces a week.

After choosing the articles of clothing the player wants they'll want to move over to the Check-out Counter.

After paying for the merchandise the two girls leave the store. As they are leaving the store the girls run into Cher's rival Elisa. There is a brief discussion between the three.

- **Back on Melrose Ave**

After the player has visited the store and checked out the new fashions they are able to walk around and enjoy the rest of the shops on Melrose Ave.

There are several Different stores here.

- a. Stop Light Boutique
- b. Ladybug Casuals
- c. Contempo Beach

- **Afterward**

After the player has satisfied their urge to shop it's time to go home.

On the Way home Dionne gets a call from her boyfriend, Murray. He's wondering where she is and wants to see her. Dionne asks if Cher wouldn't mind dropping her off there, Cher obliges.

Choose Murray's location on map. After dropping Dionne off Cher automatically travels home. Once home she sees Josh fretting about something. The two engage in conversation triggering Chapter 2.

Note on Tutorials

Where needed brief tutorials are supplied to provide the player with a positive experience. For further explanation of these systems, including pictures, please refer to the designated section in this document.

The rest is a brief rundown of the rest of the chapters that make up Act I.

II. Chapter 2 – Josh: A Fashion Nightmare

Josh states that he has a Benefit to attend the next day but doesn't have anything to wear. Cher chuckles at him and says she's love to help out. Since Josh doesn't have many suits Cher has to dig into her dad's closet. Of course the suits don't fit perfectly so she has to make some alterations. This is the first chance for the player to use the clothing creation tools.

After creating a perfectly tailored suit for Josh her father suggests she attend the benefit for baby seals with Josh. He gives her \$2500 to buy an outfit.

III. Chapter 3 – Shopping for a gown

Cher, Tai and Dionne go to Santa Barbara to shop at a super nice fashion boutique. All the girls are so excited to be taking the day trip up the coast.

The goal here is to buy a nice ensemble for the occasion.

IV. Chapter 4 – A Formal Occasion

Cher and Josh attend the benefit event. Discussion spreads about the dinner about how dashing Josh looks. It just so happens that Jean Luc Franoise the famous clothing designer is at the event too and catches wind of Cher's fashion sense.

Cher meets the designer. They talk for a minute or two about fashion and at the end of the conversation he asks her what she'd think about becoming a fashion designer. Cher just about loses it, she can't believe her ears.

She accepts.

V. Chapter 5 – Practice Makes Perfect

Cher admits she's a little nervous about meeting Jean Luc. Before going to create clothes for one of the world's most renowned designers she decides to test out her abilities just to see where her skill at creating clothes lies. . Cher decides her challenge is to make an outfit for a day out with the girls and even though she's never actually been out golfing Cher decides to make an outfit that she could wear if she did.

VI. Chapter 6 – Meeting at the Studio

Cher meets with Jean Luc Franoise to discuss fashion and her potential road to success in the industry. Jean Luc let's Cher know he doesn't just work with anyone and while he might think she might have a good eye he needs to be sure. So he gives her a test.

Jean Luc's test for Cher is to go out and buy three different outfits that represent what it means to be 'Summer Sheik'. With \$4,000 as a budget Cher off to prove she has the skills necessary.

While out taking her test Cher runs into her 'rival' Amber. They briefly discuss fashion and Amber's lack of it. Amber throws a jab back to Dionne's direction about her boyfriend Murray stirring the bad blood between the groups of girls.

Act II

Chapter 7 – Softball Team Uniform

After a successful completion of the test Jean Luc tells Cher he has a very important job for her, one that he thinks she'll have a lot of fun with. Eager to start making lavish gowns and adorable plaid skirts Cher is instead tasked with creating the outfit for Jean Luc's daughter's softball team.

While not what she was expecting Cher decides she can have a lot of fun with this and gets right on it.

Chapter 8 – Doubles

With her recent foray into sports Cher suggests that she and friends should go out for a little doubles tennis. So Josh, Dionne and Murray and Cher make a date to go out and hit the ball around.

While out at the country club they see Elton and Amber – Amber is wearing some awful fashion statement – and in continuation from their spat earlier the girls exchange words.

After the brief conversation the four go off to the court quickly realizing they don't really know how to play and that tennis is a lot harder than it looks. The ensuing is a brief comical interlude where the four are showcased attempting to play but nearly every swing of the racquet is a miss.

Josh is the only one with any prior tennis playing experience, and even that is suspect.

Chapter 9 – Shopping!

After a great workout playing Tennis the girls decide to reward themselves with a bit of shopping.

On their way to the Santa Monica Promenade Tai phones Dionne to see what she's up to, since they're close by -- Cher stops to pick her up to go shopping with them.

While out shopping Tai notices the uniform Cher made for one softball team being displayed in one of the stores. At nearly that moment Cher gets a call from Jean Luc telling her how the reaction to the outfit was so positive he decided to put the style in stores.

Continuing the conversation Jean Luc asks Cher if she would be interested in entering a young designer's competition. The theme for the event is elegant gowns.

Chapter 10 – Gown for competition

The first thing Cher needs to find is her inspiration for the gown. She remembers Mr. Françoise from the conversation saying that the back of the gown should be open. Other than that Jean Luc said it's up to her but to remember, make it as elegant as possible.

The last piece of information he gave her was that the winner of the competition gets to direct a photo shoot starring the gown. As an added bonus if the photos are good enough then they'll be up for a magazine cover.

Chapter 11 – The photo shoot

Winning the competition with her lovely evening gown Cher gets her chance to direct a photo shoot. Before the shoot can happen though Cher needs to help decide what make-up to put on the model.

Lucky enough to have some guidance a staff make-up artist shows Cher a quick lesson or two on the basics of applying make-up and a couple pointers like how to use color to accent the face from the outfit.

Once the make-up has been applied it's time to perform the shoot. Cher directs the model and takes the photos with the results being shown and graded after the event. Good photos result in getting the cover of the magazine.

Chapter 12 – Cher's First Fashion show [Prep]

The recent success has started an avalanche for Cher. She's just been asked to do a summer beach wear line of clothes to be showcased with several other designers in a runway show set to happen in one week's time.

Cher needs to get ready for show by making three different outfits. Needing models Cher asks her friends if they wouldn't mind helping her for the event. Wanting to do anything for their friend Dionne, Murray and Tai agree to be in the show.

Chapter 13 – Cher's First Fashion show [the event]

With the outfits created Cher gets ready to see how her fashions get received on stage for the time.

Cher directs her friends from the control panel as they participate in the show. The better the presentation the more the crowd gets into the event, and ultimately the more they appreciate Cher's ensembles.

Act III

Chapter 14a – Helping Daddy find a woman

With the entire hubbub surrounding her budding fashion career Cher hasn't had much time to spend at home and as a result her father looks a little more pail and stressed than usual. Of course she

Cher wonders if she can find a woman for her father.

Chapter 15 – Magazine Feature

Beach Living Magazine had an agent at the fashion event. They were impressed by what they saw from Cher's fashions so much they contacted Cher personally. They've decided they'd like to feature her creations in their 'season's best' feature. Obviously stoked Cher agrees before a second thought passes her head.

The only catch, the agent states, is that Cher must shoot the photos herself, which of course is no problem considering her recent success taking photos of the gown. Cher calls Jean Luc to see if she can borrow some equipment for the shoot and he agrees to give her whatever she needs to complete the shoot.

Cher gathers her friends and heads down to Laguna Beach to take some photos near the water.

Chapter 14b – Helping Daddy find a woman

Coming to pick up the photos is the representative from Beach Living Magazine who first contacted Cher. Cher's Dad answers the door.. there's an instant connection between the two.

Cher does her best to get the two to go out.

Chapter 16 – Time for shopping

Cher's recent bit of success has also come a spare bit of extra change to spend. Cher takes an opportunity to recharge her batteries by going out shopping. Josh comes with her this time.. she decided he needs a few new pieces of clothes.. cause no matter how hard she tries Josh always seems to fall back to wearing his 'Save the Lumberjacks' flannels. A habit she's desperate to break him of.

Chapter 17 – Winter Runway Show [Prep]

Jean Luc has an opening in a runway show coming up in a month's time and the first person he thought of was his fashion star in the making Cher.

Cher obviously can't believe her ears, this is a chance of a lifetime and she surely accepts. Pleased, Jean Luc asks her to create five outfits for the show that fit a winter theme. Ohh.. and one last thing Jean Luc mentions to Cher. The event takes place on Madison Ave. in NYC, one of the most respected spots for fashion anywhere in the world.

Speechless from the opportunity Cher get right on making her five different outfits.

Chapter 18 – Winter Runway Show [the event]

This is it. It's time for Cher to show her stuff on the big stage and to commemorate Mr. Françoise spares no expense getting Cher to the show. He allows her to bring all her friends to New York City on his private jet.

Once in NYC, Cher gets to the center for the event several hours prior to the so she can take in the entire production. This is a new experience for her but one she thinks she'll fit into nicely. After relishing the experience for a minute Cher reminds herself to stay confident and not get consumed by the moment. Then says it's time to go to work. Preparing the outfits and model's make-up Cher makes the final preparations

Cher, this time with a crew of professional models directs the show as her fashions strut down the stage. From the control panel Cher has everything at her finger tips.

Ending:

Upon a successful show Cher rides her wave of success to a whole new beginning; opening a fashion boutique, gaining a list of high profile clients, and making a name for her self worldwide.

Game Mechanics

Clueless takes the player to several popular locations in Southern California to shop. After shopping and trying clothes on has been introduced Cher gets to play the role of fashion designer. As a fashion guru she gets to design and create her own clothing lines. She'll then go on to create and promote her clothing line all the while learning the ins-and-outs of the fashion industry.

Game play focuses on:

1. Shopping for Clothes
2. Designing Clothes
3. Creating Clothes
4. Promoting Clothing Line

Shopping

At each of the clothing stores Cher is able to try on her outfits before she buys them. Once she's satisfied with her purchase she checks out and takes the outfits' home.

- Create a limitless number of ensembles.
- Buys clothing for different occasions.
- Wears outfits in public. Get judged on outfit / earn fashion points.

Design/Creation

Allows the player to experience how demanding it is to be a clothing designer. Player has complete control over the color, pattern, and style of their designs. Learn the basics of fashion design and tailoring.

- Choose all facets of design. Color, Style, Pattern
- Create a limitless number of ensembles.
- Learn what it takes to cut, fold, iron and sew the patterns together

Promotion

Runway shows, glamour, selling to the public.

Complete your models' look with accessories, hairstyles and makeup

- Choose Model
- Control Runway Program
- Perform Photo Shoots

Gameplay

In between the four main parts of the game (Shopping, Designing, Creating, and Promoting) are story elements to tie everything together. The story elements are crafted in with stylized 2D sprites.

Within these story elements Cher; Hangs out with friends, Travels to different locations in Southern California to shop, Meets interesting people learning their stories, lending a helping whenever possible.



Game Modes

When first booting up the game the player is asked to choose which mode they'd like to play. All modes are available from the beginning of the game however not everything within them is immediately unlocked.

- 'The Life' – Career Mode
- Design Center – Free Play
- Clothing Workshop – Free Play
- Modeling School – Free Play
 - Photo shoot
 - Runway
- Fashion School – Help/Tutorial
- Options

Every other mode in the game is an extension of Career mode.

“The Life” - Career mode

There are a number of different activities players take part in whilst experience career mode. They range from socializing and meeting friends to complete and total freedom while designing a clothing line.

Below is a complete list of activities for players to enjoy while experiencing Clueless.

- **Socializing**
- **Choose Outfit**
- **Shopping**
- **Fashion Designer - Complete Clothes Creation**
 - **Create Designs from Scratch**
 - **Create Clothes from Designed Fabric**
- **Photo Shoots**
- **Runway Shows**
- **Make-up Design**

The ultimate goal of Career mode is to become a successful fashion designer.

But overall the point is to just have fun. Wrapped within this Beverly Hills Fantasy is an avenue for all who play to be creative and get the sense of enjoyment that comes from making a vision a reality.

Ideas:

The pursuit of perfection
Along the line Cher help lots of people
And Buy lots of clothes

Socializing

Communication or Socializing throughout the game is guided. Characters come in to and out of the story depending on what Cher is doing and where she is going.

The game travels from one story element to the next through these vignettes. In some cases certain criteria must be met before the player is able to move on.

During story sequences 2D representations of the characters slide onto screen. When it's their turn to chat text appears in the bubble located at the bottom part of the screen. The conversation plays out...

Sample story scene:

Josh:

"I'm stuck Cher. I have no idea what to wear."

Cher:

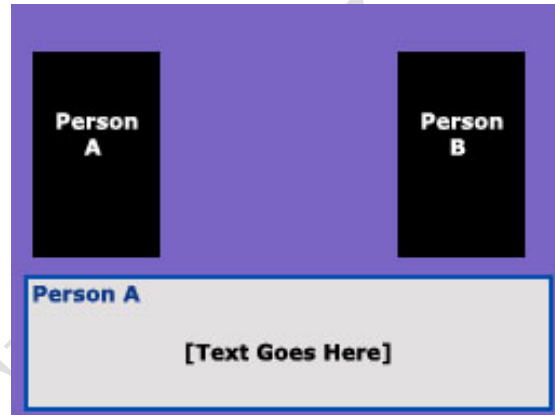
"There's got to be something we can do for you. Perhaps there's something in Daddy's closet for you."

Josh:

"Ohh.. I don't think I could borrow any of dad's Clothes. I bet they wouldn't even fit."

Cher:

"Don't worry leave that to me, first things first. Let's pick out a nice looking outfit."



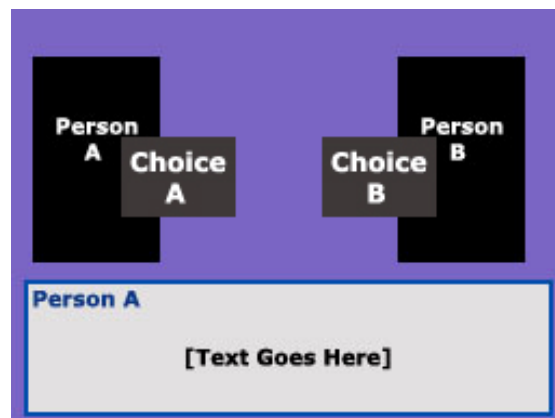
Move the story forward by either tapping the touch screen or pressing the 'A' button.

Questions

From time to time players are asked questions from their story counterparts. Whenever asked to make a choice two distinct boxes appear on screen so that the intended action is clear.

Their answer can either be chosen with the d-pad or by touching on the screen.

Questions asked include, What would you rather make? Shirt? or Pants?



Once each vignette has concluded the player is asked to perform a gameplay task.

For example: Choosing an Outfit

Choosing an Outfit

Cher's closet is huge. So huge she needs a computer to help her keep it all cataloged and organized. Reminiscent of the one in the movie this computer is a fully functional Wardrobe manager.

Use the Fashion Computer to choose between all the different outfits Cher has to wear. Players are asked to choose a different ensemble for each occasion.

Earn fashion points for dressing 'smart' for the occasion. A formal outfit requires formal attire

The top screen shows the outfit Cher is currently wearing. Garments change in real-time with each new piece of clothing the player touches.

[2D or 3D? leaning towards 3D.]



The Bottom 'Touch' Screen shows all the different articles of clothing Cher is able to choose. Utilize the DS's touch interface to view all the different outfit combinations. Green arrows on either side of clothing boxes allow the player cycle through all the different clothes in Cher's wardrobe.

Choose Between

- Tops
- Bottoms
- Shoes
- Accessories
 - Jewelry
 - Hats
 - Purse
 - Belt
 - etc



Additional accessories are selectable from the bottom of the screen. By touching the words another box slides up from the bottom that houses a cache of that particular item.

Tap on Fall Fashions to make appear a drop down menu with other sub-denominations of clothing; Summer, Spring, Winter, Casual, Formal, etc. Each sub-denomination offers a whole host of new clothing options.

[Unlock more types throughout]

When done selecting the desired outfit press the 'Dress Me' Button, once the player has confirmed that this is their choice, they continue the story.

Pressing the browse button sets the clothes in motion moving until stopped by either pressing the stop button (replaces the word 'Browse') or by touching an article of clothing.

Ideas:

Color matching
Good Color Combos
Bad Color Combos

Shopping

At different points in the game Cher is asked to go shopping with her friends.

Buy outfits for certain occasions

- Going out with friends
- Fancy dinners
- Helping out at the animal shelter
- A day at the beach

Over World Map

Travel to different locations/shops via an over world map.

Locations

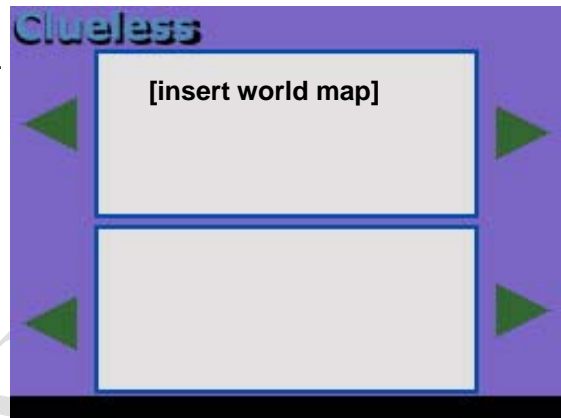
Cher and her friends go the only the best locals.

- Rodeo drive
- Melrose
- Santa Monica/Venice
- Santa Barbara

After the location on the over world map a view of the jeep (or other car) drives off to the selected destination.

Top Screen – view of car driving

Bottom Screen – red line moving through map on the streets



Location Map



Once the location is chosen Cher and friends are whisked away to the store. While at the store Cher is able to try on any clothes she'd like. She won't be able to buy everything though only given \$500 an occasion to shop. This amount becomes greater after becoming a fashion designer.

Inside the store

While in the boutiques players are welcome to try on any garment they like. Using the money she gets from her allowance Cher is able to take home all her favorite outfits. Once Cher starts designing clothes and becoming successful she'll have a much greater pool of money to spend from. It's then so she'll be able to build her wardrobe up to be the best it can be.

Store View

There are several points of contact within each store. Each store is essentially broken up into three sections.

- **Dressing Room**
- **Check Out Counter**
- **Front Door**

Tap on the location to go there.

Top screen – Company logo
Bottom screen – View inside store



Dressing Room

In the dressing room Cher gets to try on clothes the multitudes of clothes each store has to offer. Each store has a different selection for Cher and friends to peruse.

While many of the clothes are sure to fit the players palette even Cher cannot have it all.

Add to cart

When the player has decided they want to buy a piece of clothing they'll put it in their cart.

Once the player has finished selecting the clothes they wish to purchase they can either touch the back arrow or press the 'B' button to go back to the 'store view'. Once at the store view players only need to hit checkout counter to pay for their merchandise.

Top screen – Outfit being tried on
Bottom screen – Fashion Computer



Check out Counter

When the player is done shopping checkout at the register. If the clothes are within Cher's budget she'll be able to leave the store immediately after.

If Cher has a greater dollar amount of clothes in her basket than she can afford then she'll be asked to which items she wishes to drop. Once the total is within her budget Cher is able to go on her way.



Complete Clothes Creation

The user has a near limitless potential for content creation when crafting outfits. By offering several simple options a diverse swath of clothing is able to be created.

Create Designs from Scratch

Using the tools provided players are able to completely manipulate the look of the cloth they use to create their clothes.

Choose color - The entire color spectrum is readily available.

Choose pattern - Patterns can be rotated and scaled for every style

Choose style - Choose different cuts to make the sleeves longer or shorter, v-necks or bellbottoms, etc.

The better the player becomes at utilizing these abilities the more success they'll have turning Cher into a fully fledged fashion designer.

Fashion Designer

As a fashion designer Cher earns creditability through the quality and fashion sense of her clothes. The player's success is directly tied these two variables.

Utilize the touch screen in a variety of ways to create the outfits. Simple game play mechanics such as rubbing back and forth, drawing precisely straight lines, etc. are required

The mechanics are direct and quickly executed to ensure a positive compulsion loop.

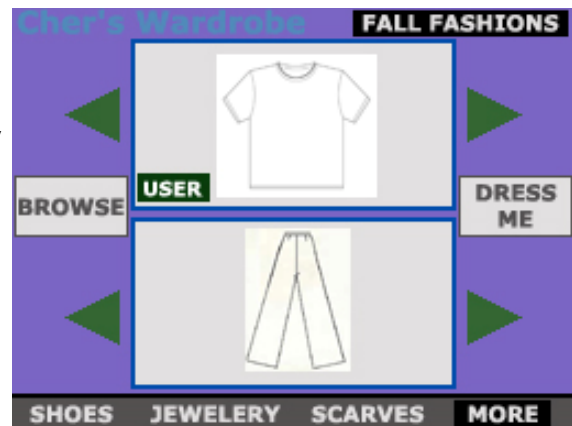
The player is rewarded the better they perform with fashion points.

Earn Fashion points based on the quality and style of the garments created. Quality is determined during the process of creating the clothes. Style is determined by how close the player came to the completing the outfit requested. Things like color and pattern combinations and their level of as based on the challenge also factor into the scoring.

Saved Outfits

The outfits Cher creates are saved directly into is fashion computer.

The outfits are tagged and sorted under the category they were created and when they appear on screen the player is able to see a label on it that denotes it was created by them. Notice the 'User' tag on the screen to the right.



Work Bench

In this game you get to do it all. Players are even able to choose the specific look and color of the fabric!

Cher's workbench at the design center is where all the magic happens. While Cher viewing the workbench player's see the current version of the outfit being created on the top screen with the bottom screen's touch interface being reserved for creation process.

Top screen – View of Workshop
Bottom screen – Workbench

Each article that's created is done so with the express intent of making it the best that it can be.

The first step being choosing the specific article of clothing that's to be created. Each article of clothing is comprised of several different cuts of fabric. These different cuts make up the front, back, etc. For example a T-Shirt is typically made from four different pieces of fabric; a Front, a Back, and two Sleeves.

Patterns help the process of clothing creation by serving as guides. Dotted lines instruct the player, telling them where to cut and sew. It's also important to always remember to press the seems flat before sewing.

Assembling fabric is a very analytical process. All the steps of cutting, sewing, ironing and folding must be followed in order to ensure the highest production value possible.

For a full list of clothing types and their instructions for creation see Appendix A

The Process

Below is a bullet pointed listing for the process of creating a piece of clothing.

- **Setup**
 - Choose Article
 - Choose Style
 - Choose Color
 - Choose Pattern
 - Arranging pattern
 - Pinning pattern
- **Assembly**
 - Cut fabric
 - Fold fabric
 - Iron fabric
 - Sew fabric

Top screen



Bottom Screen



Choose Article

Shirt, Pants, and scarves are a small sample of the different clothing able to be created in Clueless. Choosing between them is as easy as using the touch screen.

By touching different buttons the player is able to navigate the available outfits. On first touch a highlight appears around the a button and a sample image of the article populates the mannequin on the upper screen.

On a second press of the button the article is selected and the player moves on to the next screen, choosing the specific style.



Audible tones go along with the on screen button presses to reinforce interaction.

Choose Style

The screens change so that on the bottom appears a number of different styling options for the chosen clothing type. There are never any more than four. The top screen zooms in to see the default article on the mannequin.

As the player chooses between the different options they are able to instantly see what they look like on the zoomed in mannequin.

The list of different options is clear and easy to understand. For the sake of this example we've chosen to create a shirt.

- **Sleeves**
 - Regular
 - Long
 - Sleeveless
- **Length**
 - Crop Top
 - Mid drift
 - Regular



The two main attributes to creating a shirt are the sleeves and length. Within these two options is a number of different style types. As can be seen above, for a T-shirt in the 'Sleeve' category the player is able to choose; Regular, Long, and Sleeveless.

Choose between the different styles by using the arrows on the bottom of the screen.

When happy with the selection hit the 'ok' button to return to the prior screen.

By altering these two options drastically different pieces of clothing is able to be made. Styling options change based on the type of clothing being created.



After the different options have been selected it's on to the next step: Choosing the look of the fabric.

Idea:

Intro/Loading screen when loading into a scenario to bookend it have a stylized look of an old Old Sears/'kwik sew' catalog

Choose Color

The first part to making any piece of clothing is to decide what color it's going to be.

Choose from the given color spectrum.

First pick the main color on the bar to the far right then refine the choice in the window next to it. The fabric changes color in real-time.



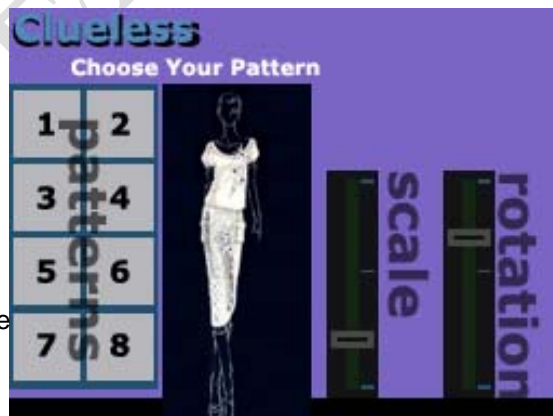
Top screen – View of Workshop/Article of clothing being worked on
Bottom screen – Workbench/Menu Selection

Choose Pattern

The next step is applying a pattern. Choose the desired graphic desired then scale and/or rotate it based on need.

Players are able to skip this process if they do not choose to apply a pattern, just hit the OK button.

After the player is done figuring out what the cloth they're going to make their garment out of looks like it's off to the final prep work before first cut.



Design Finished?

When all the above steps have been completed the player is able to see their creation on the top screen mannequin. Once the player is happy with the piece of clothing they'll hit okay to continue. To ensure the 'ok' button was not hit by accident the player is asked to confirm. [yes/no]

Now that the design phase is finished it's time for creation.

Final Prep Work

Two quick steps before creation

- **Arranging pattern**
- **Pinning pattern**

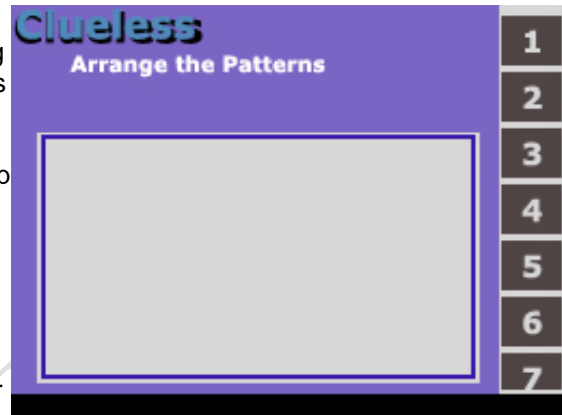
Arranging pattern

Take the separate shapes that make up the garment and arrange them on the fabric. Earn extra points for situating the patterns so that the most effective amount of space is used.

The numbers represent the different shapes that make up the garment being created. Touch them to bring up the next pattern to place.

Patterns are able to be removed by pressing the spot on the right from which they came.

Once all the pieces are placed the game takes the player to the next task which is Pinning the pattern in place.



Pinning pattern

After the patterns are placed players pin them into place. To pin the cloth into place, tap in the corners of where the patterns lay.

Little icons appear where the player needs to pin the patterns in place

This is a simple but fun step in the creation of clothes.

Once this step has been completed the next is to start cutting the fabric.



Show diagram

Create Clothes from Designed Fabric

Perform the basics of clothes creation using the Nintendo DS's touch screen.

Assembly

The next several steps of creation are done on an as needed basis and may appear in any order.

Utilizing the DS's touch screen interface users are tasked with completing a variety of mini-games. The mechanics are simple and quick to pick up. A fine amount of control is needed to ultimately become successful.

Switch between the different mechanics by either using the D-pad or by pressing their icon on screen. When using the directional pad pressing up cycles the highlight upward, pressing down goes down. The selection highlight does not wrap.

The green area is the work bench. This is where all the creation takes place. It takes four simple tasks to make an article of clothing

Task Icons

On the left hand side of the screen are the different Mechanics or 'Tasks' used when creating clothing.

- **Cutting**
- **Folding**
- **Ironing**
- **Sewing**

The current selected Icon appears with a highlight around it.

Icons Art

Below is a sample of the different icons.



Cutting Icon -

Folding Icon -

Ironing Icon -

Sewing Icon -

Each is a different mini-game – each game looks different and is instantly recognizable when presented to the player

'Ok' Icon – when all the steps have been completed the player is presented with an additional button. This either appears front and center in the middle of the screen or in the bottom left corner near the other

Fabric Animations

Fabric moves and folds (in single frame animations) during the course of the creation to reflect the alterations being made. These are case sensitive and described more with in the creation of each article of clothing inside Appendix A.

Cut Fabric:

Once the pattern is placed and pinned it is time to start cutting it out of the fabric.

The first thing the player notices are the dotted line around the outside of the fabric. Along that line are bigger, 'pellets'.

The rudimentary thought is that this is a game of pac-man.



Cut Mechanic:



Animation:

To 'cut' fabric, move the stylus along the dotted line. Care must be taken to stay within the line or the quality of the project may suffer.

The visual cue of success for the player seeing the cutting line dim and the large pellets go away.

The process of cutting is allowed to start at any point on the line.

Cutting complete:

When the entire line has been completed the excess fabric outside the line disappears.

Then once the cutting session has completed the piece of fabric slides off to the side.. followed by the next task.

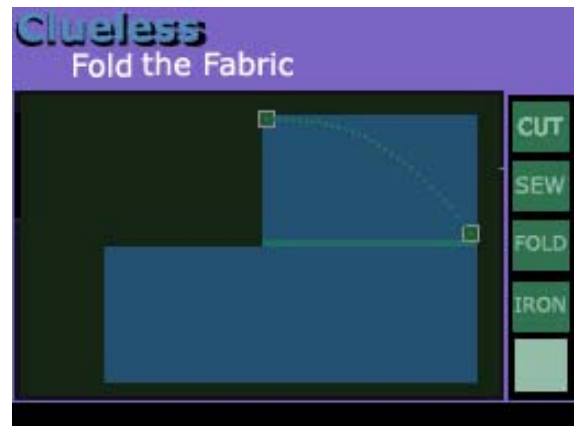


Fold Fabric:

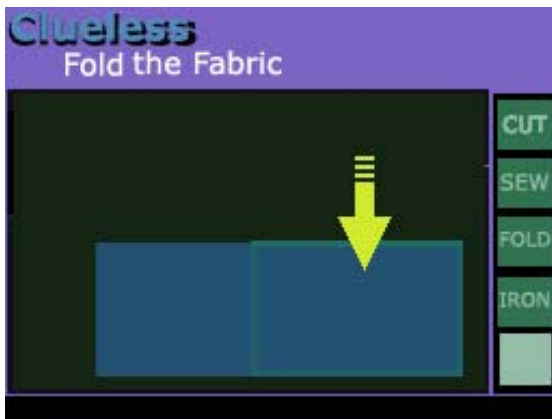
In the process of creating clothes they must be folded many times. Folding clothes allows for certain things like creases to be set in the article.

In this task players make the necessary folds to take the piece of clothing their making to completion.

Certain articles of clothing require more folding than others.



Folding Mechanic:



To fold the cloth, drag the stylus quickly across the screen in a Draw a diagonal line/arc as per directed by the on screen instructions.

An piece of cloth is always only ever folded in one spot at a time. If more folds are required the fabric presents itself appropriately

As opposed to cutting and sewing speed is essential in doing this activity. If the player is too slow when connecting the points the fabric won't fold.

Fold complete

When the fold has been completed a graphical effect plays letting the player know their effort was successful.



Iron Fabric:

Pressing the fabric allows creases to be properly set so that article of clothing can take it's proper shape.

'pressing seems flat'



Ideas:

Pressing is different than ironing

Pressing holds one spot until done sliding the iron back and forth might stretch the fabric.

Ironing Mechanic:



To iron touch the stylus over the specified spots for just the right amount of time. Be careful not to for too long or the fabric might get burnt.

as the iron is over the spot little puffs of smoke start coming out. As they do the opacity rises and they become easier to see.. at the same time the spots underneath the iron are disappearing.

.... Complete!

Ironing Complete:

Get the whole inside of the rectangle to complete pressing the spot.

Each spot is made from multiple pixels each pixel has a point value associated to it (they are uniform through out). The iron takes away from that point value to 'kill' the spot that's being ironed.

Boxes come in multiple sizes

The whole process takes about five seconds



Sew Fabric:

The most important step is sewing the fabric so that all the pieces of cloth stay together.

Much like with cutting the fabric it is imperative that the garment be sewn on the guided line to ensure the highest quality.

If the player strays too far from the path they have a mark made against them that eats into their quality rating for the garment.



Sewing Mechanic:



Move the stylus carefully along the dotted line to sew the two articles of clothing. Staying close to the dotted line is paramount.

When each node is touched the color if it changes to let the player know they are succeeding in the event.

Sewing Complete:

Once the sewing is complete the player is able to see the work they completed via the stitching and are able to move on to the next task.

If the last task then the player next sees a screen showing them their completed outfit and a screen where their points are added together.



All Done

Upon completion players are awarded with a status screen so that they know how they fared. There are two main categories in which each article is graded.

- Quality
- Style

Quality

The number of tasks the player had to complete during the creation of their clothing determines the amount of points they'll earn.

For instance if the player had to complete 10 different tasks and each one is worth five points they would have earned 50 points. If however two of the tasks fell short of expectations, ie a miss step while sewing, then the player is docked the points for that event.

Style

Style is judged by how close the player's design comes to the original goal of the assignment. The goal determines the criteria. Sometimes a certain color is asked for, sometimes a certain style.

Grading System

- A+ [5 stars]** – 100%
- B [4 stars]** – 90%
- C [3 stars]** – 80%
- D [2 stars]** – 70%
- F [1 star]** – 60% and below

Points as money

The points awarded are also used as money. If the player earns 2450 points during an event then they've also earned \$2450. the money is something that can be spent however the overall point is also kept and cannot be degraded, once a palyer earns points they keep them.



Clothing Creation Flow Chart

To recap, here are the steps taken when creating a piece of clothing.

Step 1

Choose Clothing Type
The specific article being created

Step 2

Choose Clothing Style
These are the options that make the article unique.

Step 3

Choose Fabric Specifics
Select between a variety of colors and patterns.

Step 4

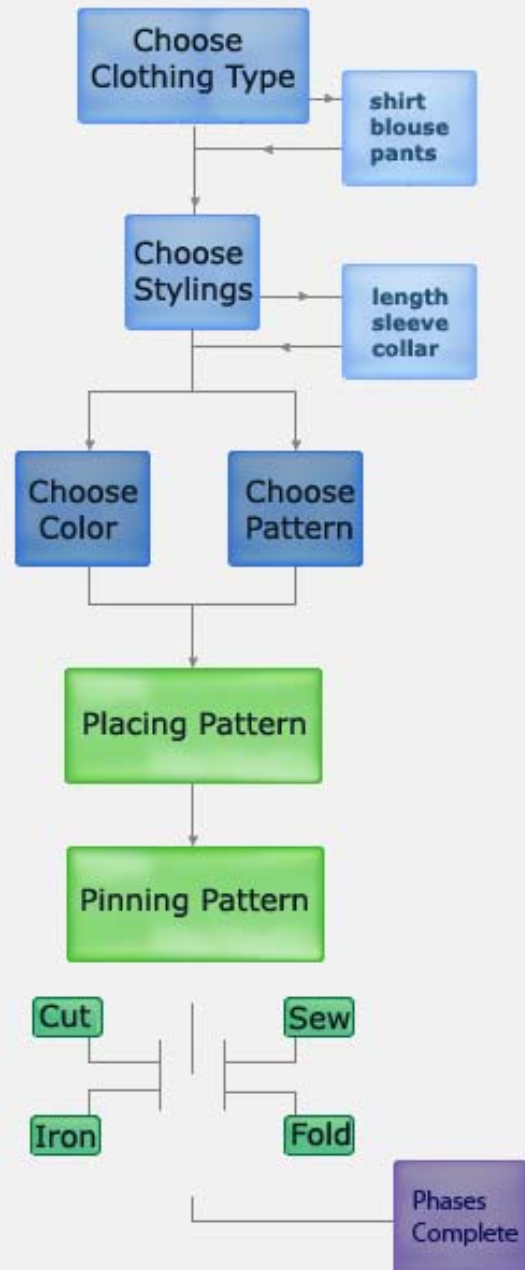
Placing the patterns that make up the article on the fabric

Step 5

Pinning those patterns on the fabric.

Step 6

The last step is assembling of the article of clothing. These steps vary in order depending on the piece of clothing being made.



Fashion Design Challenges

So as not to rely on the same mechanics the whole time, at variable points different challenges are presented.

These challenges include focusing on how well they assembled their clothing to other story elements that require the player put their clothing together in a timely manner. Other challenges may require the player make designs which cater to a specific theme.

Fashion challenges
Assembly challenges
Timed based events
Collection challenges

Choose clothes for specific times of the year

Spring

Summer

Loose fitting, flowing, clothing
T-shirts
Sandals
Shorts
Caprices
Cotton
Sleeveless shirt
Open toes shoes

Fall

Winter

Warmer/layered
Denim
Sweater
Jacket
Skirts Long coat
Pants
Boots
Crew necks
Turtle neck
Long sleeves
¾ sleeve
Close-toed
shoes

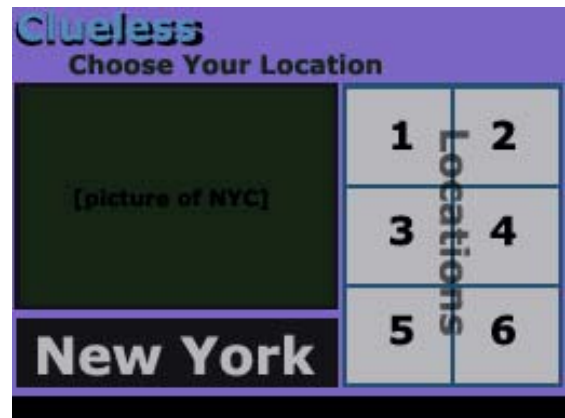
Photo Shoots

Jet set across the globe to exotic locations to conduct and direct photo shoots.

Locations

The first, and most important, option for the player when planning a photo shoot is location. There are at least six different locations for photo shoots.

- New York
- Tokyo
- Paris
- Aspen
- Islands
- Venice, Italy
- Rio De Janeiro



Prep work

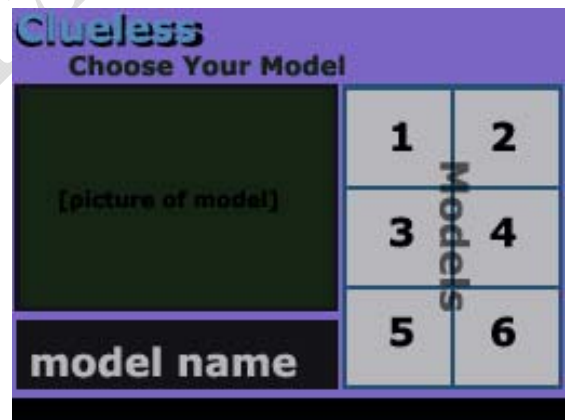
Prepping for a photo shoot is a simple three step process. Once completed the player is able to get started.

- Pick a Model
- Pick an Outfit
- Apply Make-Up

Pick a Model

Choose the model to be featured in the photo shoot.

There are up to six different choices. Each model has unique features, whether it be hair color, ethnicity or skin tone.



Pick an Outfit

Use the Fashion Computer to select the outfit to be worn.



Apply Make-Up

Put proper make-up on the chosen model.



After the above process has been completed players are able to start their photo shoot.

Taking photos

Top screen – Model on location

Bottom screen – Director Screen

Direct the shoot

Players are asked direct the model in the photo shoot by giving them commands. The animations commands cover two different categories.

Animations

- Pose
- Look



When the button is pressed the model immediately performs the desired animation. It's up to the player to be ready to take the photo at that moment. Poses don't stay good for long though so the player must be quick about taking their pictures.

To represent this, the animation buttons light up when hit, then after a number of seconds start to fade. This is the most effective time to take a photo as the model is most focused.

Controls

Move Camera [big box]

The big box on the above screen is representative of the camera's focus. This tracks the Vertical and Side to Side movement of the camera. The Model automatically stays in frame.

Tilt [slider bar]

Shifts the camera's view up and down

Idea:

Zoom [not pictured]

Zoom in and out of the screen for close-ups

Move Off Center [not pictured]

Shifts focus to move model off center. This is a toggle with the main camera view.

Judging photos

Photos are judged in several categories.

- **Fashions**
- **Model (look)**
- **Photos (Presentation)**

Fashions

Are judged based on the clothes chosen to shoot and their level appropriateness to the theme.

Model (look)

How well the make-up looks based on its appropriateness to the theme.



[temp image]

Photos

How well the photos turned out. Is the model in scene. Did you catch the model when they were in the middle of a great pose? Or when they were looking off into the cosmos?

Ideas:

How long can we store photos? could we present them in a collage after the event?
Could we save any?

Runway Shows

In the fashion world if you're going to succeed runway shows are essential. It's important to reach all the elite socialites to get the word out and show the world that you're ready for the big time.

Players have complete control over the presentation of their fashion show. Not only is the player asked to supply the clothes for the presentation but they are also asked to direct the show. This means directing the models movements, coordinating stage FX and calling the models when it's their turn to walk.

Pre - Show

The fashions for runway shows are created before hand through the design studio.

Before the event begins Cher chooses the outfits she wants to showcase in her fashion show by using the Fashion Computer.

When the player has selected the outfit they'd like the except instead of the dress me button there is a 'Save Fashion'

Players can use the same article of clothing more than once.

Show how many outfits the player has saved for the show in a pop up window after each fashion is saved.

After the player has chosen their lot of outfits to strut they are shown their rundown of outfits incase there any final changes needed. If the player wants to make a change they only need to double tap the fashion to edit that fashion

Ideas:

Design walk

Plot points along run way..



Showtime!

After all the prep work has been completed it's Showtime. As the show starts the player is asked to perform the tasks of a stage director.

Players affect the Runway show by telling their models the different movements to make while walking down the stage. The controls for direction the show are on the bottom screen.

Top screen – 3D representation of Stage
Bottom screen – Control Center



Control Center

This is where all the decisions are made. The control center allows the player to have models perform movements and send off special stage FXs.

When the buttons are pressed they light up and play a sound to confirm the command inputted.

Different buttons

Animations

4 to 8 different animations are able to be called upon.

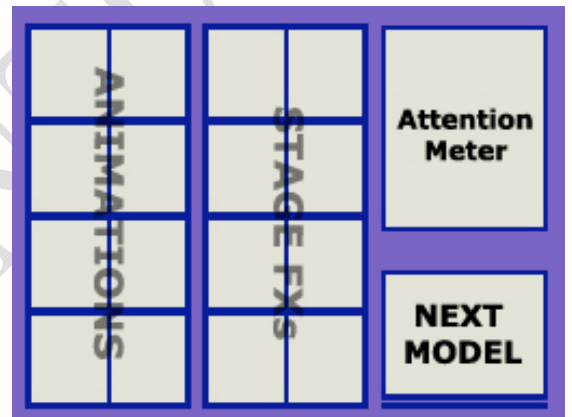
Stage FX

Lights
Pyrotechnics

Next Model

Once the model has returned it is up to the player to send the next one down the runway. Don't take too long though or the crowd may get upset.

The effectiveness of all these things can be seen in the Attention bar

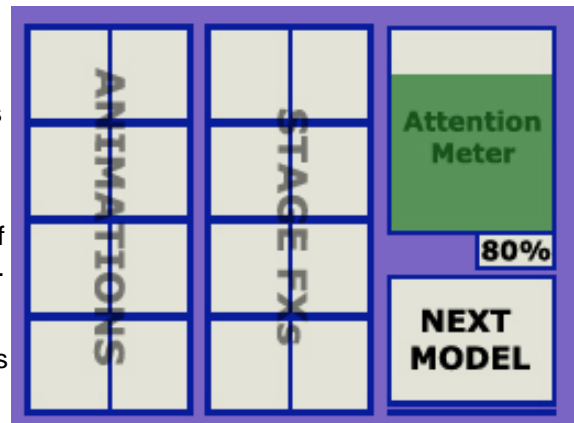


“Attention” or “How I Kept the Crowd Interested” bar

Those who attend fashion shows are on the forefront of what’s hip and what’s to come. They aren’t easily impressed and expect nothing but the best. In other words they are tough crowds. If one is to succeed In the world of fashion they need to come ready to impress.

The Attention meter represents the interest of the crowd. If the crowds attention is waning then the meter reflects that.

As long as the player keeps everything flowing smoothly they’ll have a successful show. The success of the show is shown to the player at the conclusion of the event.



Show Rankings

After each show players are given a read out so they can see out well they performed in the eyes of the public.

The overall ranking is given on a scale of stars. Five stars is a perfect show!



Players are judged on different categories

- Fashions
- Presentation
- Modeling

- Fashions** – This grade is for the appropriateness of the fashions exhibited.
- Presentation** – This grade is for the show and interested the crowd was through out the performance.
- Modeling** – This grade is for the timeliness of the movements and struts of the model
- Overall** – This is the accumulation of the three above scores.

The ranking for each show is saved to the profile so the player can see their progress. If a player is not satisfied with how they performed they are able to replay the show in the free play mode. Each show is unlocked in free play after it is played

The better the show the more money earned.

Make-up Design

Players are able to change the make-up on their models before they go out on the runway.

There are four different categories.

- Eye lashes
- Eye shadow
- Blush
- Lipstick



Tap the desired category with the stylus (it lights up to let it be known that it's active). While active manipulate the color spectrum on the right with the stylus and then hit OK once the desired color has been chosen.

Ideas:

use this as a real-time event during the show to get them ready..
(probably not)

Locations

This is a list of the different maps in the game including Cher's home and places to shop.

Choosing a location

How to guide/tutorial

Tap once to get name of location

Icons on map

Name appears on top screen

Press 'A' or tap the 'Let's Go!' button to drive to location.

Location map

Top screen – overview (grid w/ highlight square)

Bottom screen – immediate view with location present (shows what's inside highlight square from top screen)

Over world -- Driving Map

Stylized cut scene showing Cher and friends

Map of Los Angeles

Path gets drawn from location A to location B



Cher's Home

Move around Cher's home via the map on the lower screen. The top screen reflects the view of where Cher is at.

- Closet
- Bedroom
- Pool
- Kitchen
- Living room



Shopping Destinations

Some of the best shopping locations in the world can be found In Los Angeles, California. Cher shops at them all.

- Rodeo drive
- Melrose
- Santa Monica/Venice
- Santa Barbara

When at the different shopping centers Cher is able to move around by selecting different locals on the map.



Store types

There are three to five different stores to visit per location.

- Shoe Store
- Fancy Boutique
- Casual Wear
- Club Wear
- Salon
- Coffee Shop
- Pet Store

Miscellaneous Destinations

- Park

Cher takes her small dog to get exercise.

- Day Spa

Take Cher to get pampered

Money

Cher is afforded an allowance of \$500 a week. Every couple missions a week passes. There's also a special occasion where Cher is given extra money to buy an elegant gown for a formal event.

However soon after the game starts (about 5-8 missions in) Cher starts working as a fashion designer and starts to earn her own money.

Earn score/money from photo shoots, taking on clients, and positive press from Fashion Shows.

Eventually players are able to buy all the clothes/jewelry in the game.

*Pokemon style

Check out Counter

Appendix A

Comprehensive list of Clothing needed during game

** not yet comprehensive*

Clothes

Clothes are broken into separate types or sections called wardrobes. Each wardrobe contains clothes tagged for that style. So for example one would not see shorts in a winter ensemble.

Wardrobes are categorized in the following manner.

Main - Spring, Summer, Winter, Fall - or warm and cold? Or just Summer and Winter?
Secondary - Formal, Skiing, Beach,

Each separate wardrobe is selectable from the top of screen when viewing the fashion computer. Though probably not social acceptable, Cher can mix her wardrobes to create a monster of a fashion statement.

The designation between different cuts is only available when creating clothing. Otherwise all styles/cuts and the like fit under the same main heading, shirt, skirt, etc.

CONFIDENTIAL

Creation Finished?

After all the sewing and stitching has been completed

Show the outfit to the player (visual reward)

Then show the grade they achieved (results screen)

Instructions needed for each article – go pick up patterns from Lincoln fabric

Quick rundown

Part 1

Top

Shirt

Choose length and sleeve style

Make shirt

Bottom

Pants

Choose Style/Cut

Make pants

Shoes

Accessories

Clothing Lines

Spring

▪ Shirt

○ Length

- Crop top
- Mid drift
- Regular

○ Sleeves

- Regular
- Long
- Sleeveless

▪ Blouse

○ Collar

- Big
- Medium
- Small

○ Sleeves

- Big cuffs
- Little cuffs

○ Buttons

- Style 1
- Style 2
- Style 3

- Length/Style
 - Frills
 - Ornate
 - Straight
 - Pants
 - Style/Cut
 - Boot cut
 - Straight
 - Bell bottom
 - Skirts
 - Length
 - Long
 - Knee high
 - Short
 - Shoes
 - Style/Cut
 - Three different types
 - (2)
 - (3)

Summer

- Shirt
 - Length
 - Crop top
 - Mid drift
 - Regular
 - Sleeves
 - Regular
 - Long
 - Sleeveless
- Pants
 - Length
 - Three different types
 - (2)
 - (3)
- Shorts
 - Types [three different types]
 - (2)
 - (3)
- Skirts
 - Length
 - Three different types
 - (2)
 - (3)
- Sun Dress
- Sandals
- Shoes

Winter

TOPS

• Turtleneck

Scarves

Fall

Formal

- Evening gown
- Cocktail dress
- Ball gown

Ballerina outfit

Skiing

Softball team

- Shirt
- Fancy Blouse
- Pants
- Shorts
- Skirts
- Sun Dress
- Fancy Dress (evening gown)
- Boots
- Coats
- Hats

Specialty clothing lines

- Ski Wear
- Softball Team/Soccer Team
- Ballet/Dancer
- Swim Wear
- Lingerie

Shoes

- Low tops
- High Heals
- Low Heals
- Platform
- Boots
- Snow
- Chucks

Jewelry

- Bracelet
- Necklace
- Earrings

Clothing Cost

Melrose

- Store 1**
- Store 2**
- Store 3**

Rodeo Drive

- Store 1**
- Store 2**
- Store 3**
- Store 4**

Venice/Santa Monica

- Store 1**
- Store 2**
- Store 3**
- Store 3**

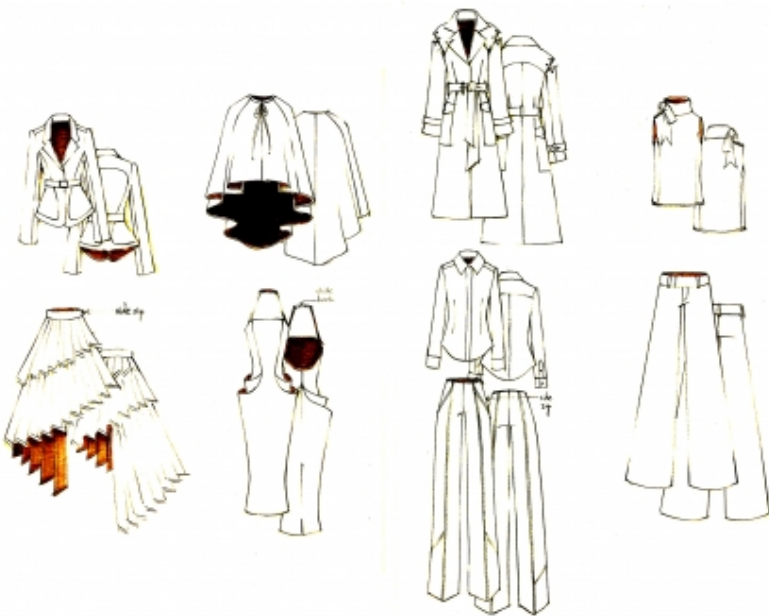
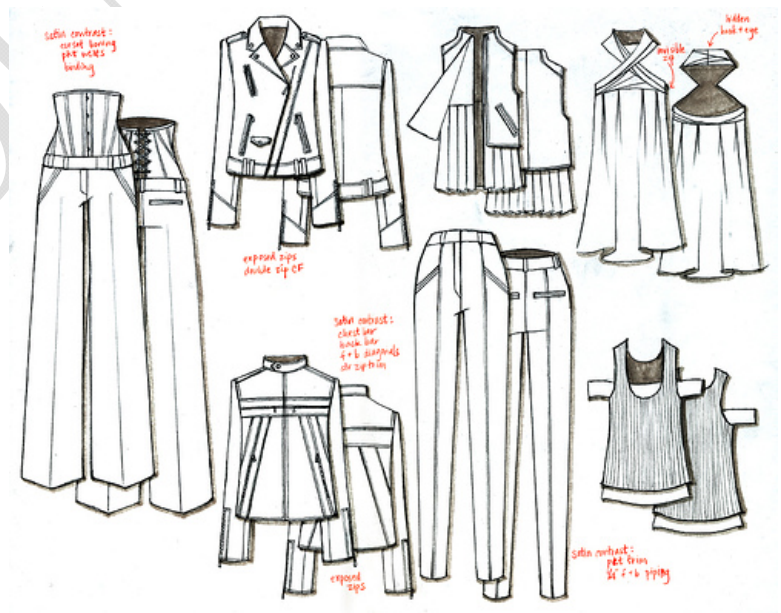
Santa Barbara

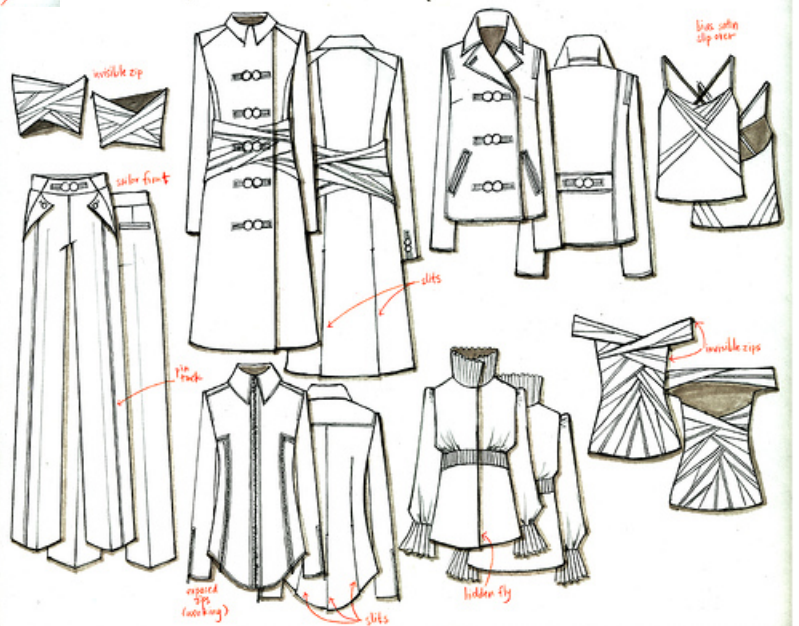
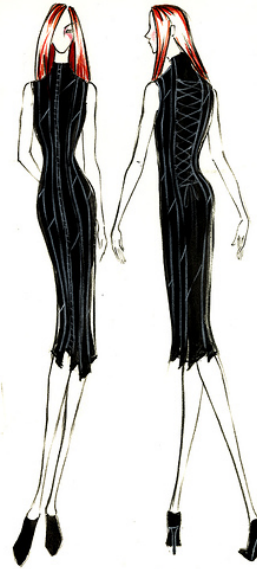
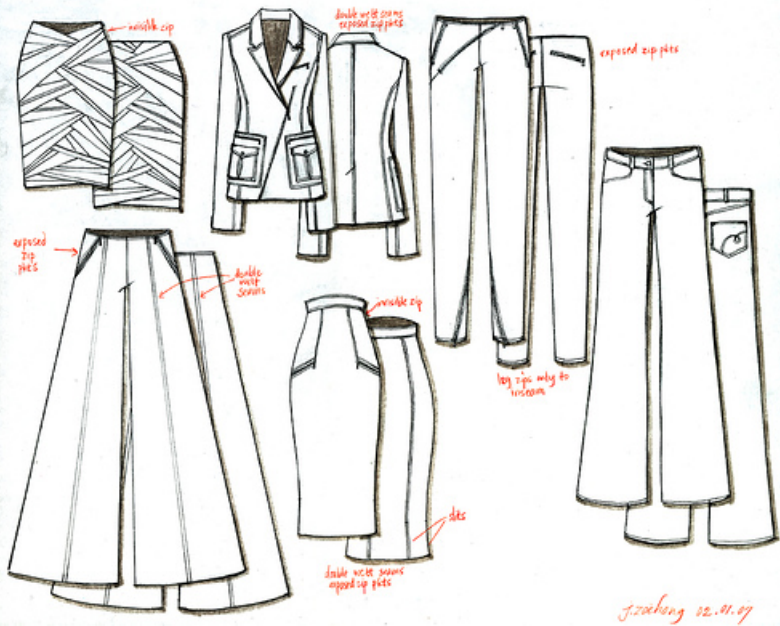
- Store 1**
- Store 2**

Check out breakdown

Appendix B

Sample Art

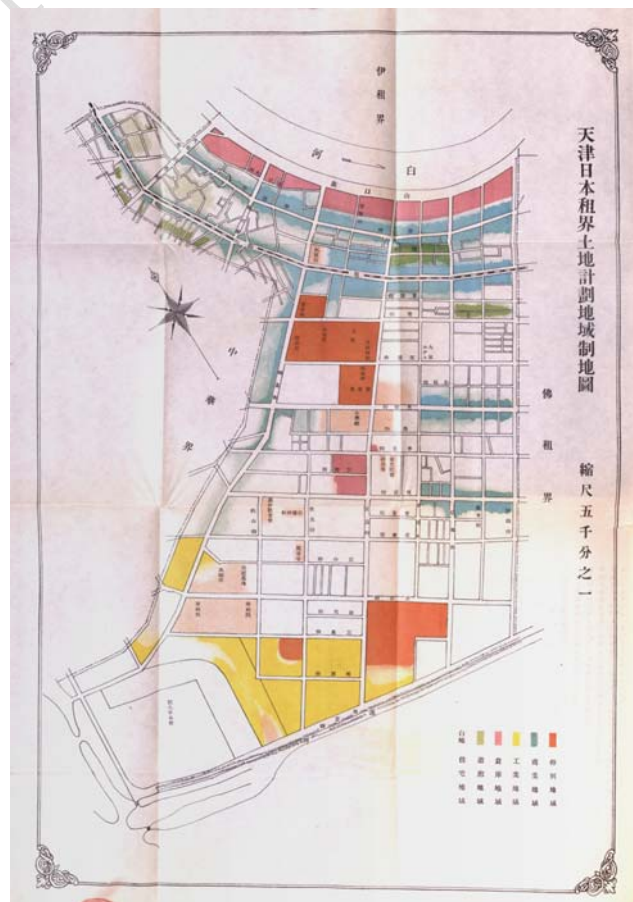
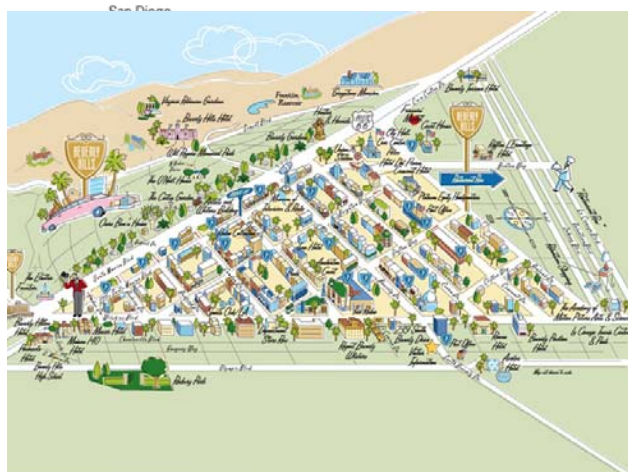






Maps

San Francisco





Stores

